

VIDEO GAME CARTRIDGE FOR THE ATARI(R) 5200(TM) SUPERSYSTEM
ATARI(C) 5200(TM)

THIS YEAR'S ARCADE HIT WITH REAL MOTION GRAPHICS

POLE POSITION*

*POLE POSITION is engineered and designed by Namco Ltd.
manufactured under license by Atari, Inc. Trademark and
(C) Namco 1982.

Insert your 5200(TM) game cartridge so the label faces you and reads
right-side-up. Be sure the cartridge is firmly seated in the center
of the console, but do not force it. Then press the POWER switch on.
See your Owner's Manual for further details.

TABLE OF CONTENTS

1. Grand Prix Finish 1
2. Game Summary 2
3. Game Play 3
4. Options 5
5. Using the Controller 5
6. Trak-Ball(TM) Option 6
7. Scoring 7
8. Helpful Hints 8



FASTER! FASTER! FASTER!

1. GRAND PRIX FINISH

You're on the final lap. Grand Prix driver Nick Moneti is holding
first place like grim death but you're determined to get him. You
slip in behind him and put on the pressure, dodging right and left,
backing off, closing in. But try as you will, you can't get by him.
Moneti stays fixed and unshakeable, and time is running out.

Coming up is the dangerous right-hand curve before the finishing
straight, a chance to pass if you're lucky and lunatic enough. If
only Moneti would make a mistake, just one! Then like the answer
to a prayer, it happens: Moneti brakes too late going into the curve
and skids to the outside lane. That's it! You jam your foot to the
floor and go for an inside pass. But Moneti recovers in time,
switches back to the inside, and forces you onto the shoulder.
You're heading straight for a road sign at 180 mmph.

You miss the sign by a screech and swerve back onto the track, but
the damage is done: Moneti has a 1-second lead going into the final
straight. Flat out at 195 mph, you pull up wheel-to-wheel and fight
down to the finish line. Then coaxing forth a final burst of speed,
you shoot past and cross with the flag... victor by a hair!

PREPARE TO QUALIFY

2. GAME SUMMARY

The object of POLE POSITION is to finish the big race in the
shortest possible time and score maximum points. But before you can
enter the race, you have to qualify for it by completing the
Qualifying Lap in 73 seconds or less. If you qualify, you're
assigned one of eight positions in the starting lineup and you earn
a Position Bonus. The faster your lap time, the better your
position, and the more bonus points you score. Try for the number
one spot, the Pole Position.

If you don't qualify, you can race until the Race Timer runs out
after 90 seconds. You score 50 points every 5 meters and earn 50
bonus points every time you pass a car. When the timer runs out,
your passing bonus is added to your score. Then GAME OVER (plus the

race and lap options) appears on your screen. Press the START button to repeat the Qualifying Lap.

NOTE: POLE POSITION goes into Auto-Play mode approximately 1 minute after GAME OVER appears on your television screen.

In the big race, you're racing against time as well as other cars. If you fail to beat the Race Timer on any lap, you're dropped out of the race. After your passing bonus is added to your score, the game ends. Press START and qualify for the next race.

If you complete the final lap and cross the finish line, you're a real winner! You score high on distance covered, collect a passing bonus, and earn 200 bonus points for each second left on the Race Timer.

PREPARE TO RACE

3. GAME PLAY

QUALIFYING LAP: The Qualifying Lap is one complete circuit of the race course:

STARTING GATE

```
_____ | _____
/ \
/ .-, _____/
| / | . ' |
\ / | | . ' |
\ ._____./ | `-' |
| | | First Corner
| | |
```

Final Corner | 0.1 Km Radius Turn

Hairpin Turn

Your starting position and Position Bonus appear in the center of the screen at the end of the Qualifying Lap when you qualify for the big race.

[Screen Shot shows car that has qualified in 4th position]

A lap time of 73 seconds (73''00) qualifies you for eighth place in the starting lineup and earns you 200 bonus points. To win the Pole Position and 4000 bonus points, you must do the lap in 58 1/2 seconds (58''50) or less. See Section 7, SCORING, for other Position Bonuses.

THE RACE. Four starting lights blink the countdown. Shift into low gear on the red lights and move out fast on the green. Shift into high gear when you're up to speed. See Section 5, USING THE CONTROLLER, for car controls.

Complete the first lap in 75 seconds or less to earn Extended Play time and go on racing. Each time you beat the Race Timer, you earn more racing time until you're on the final lap. A race can have as many as eight laps (see Section 4, OPTIONS). The lap you're on and your lap time appear at the top right of the screen.

[Screen shot of start position, with Top Score, Race Timer, Lap Number, Lap Time, Gear, Starting Line and Pole Position labeled.]

PASSING BONUS. Your passing bonus (50 points per car) appears in the center of the screen at the end of the race, or at the end of the Qualifying Lap if you fail to qualify for the race:

PASSING BONUS 50 X 28

THE FINISH. Victory is at hand when crossed checkered flags flash on your screen, but you're not a winner until you cross the finish line.

TIME BONUS. If seconds remain on the Race Timer at the end of the race, you earn a time bonus of 200 points per second. The time bonus appears in the center of the screen and is followed by your total lap time for the race:

TIME BONUS 200 X 10
TOTAL TIME 112''45

SMASHUPS. If you smash into another car or a road sign, your car explodes. You live to continue the race, but you lose a lot of time. Lost time means lost points.

DRIVING OFF THE TRACK. You can drive onto the red-and-white shoulder and the grass but it slows you down.

[Screen shot shows an orange blob which was a race car which ran into a blank red road sign.]

4. OPTIONS

RACES: In order of difficulty, the races are:

- * PRACTICE RUN
- * MALIBU GRAND PRIX
- * NAMCO SPEEDWAY
- * ATARI GRAND PRIX

The level of difficulty depends upon the number of cars on the track. POLE POSITION is set for the Malibu Grand Prix.

There are no other cars on the track in the PRACTICE RUN.

You're racing against the Race Timer to improve your lap time and driving skills. Total time for the run appears on your screen at the end of the final lap.

LAPS. You can choose from one to eight laps per race or practice run. POLE POSITION is set for four laps.

SELECTING OPTIONS. Press the * key on the keypad to select races or the practice run. Press the # key to select the number of laps in the race.

5. USING THE CONTROLLER

Plug a 5200 controller into jack 1 on the front of the console unit.

GAME CONTROLS

START. Press START to begin the Qualifying Lap. Press PAUSE before START to interrupt the race and return to the Qualifying Lap.

PAUSE. Press PAUSE to stop the race temporarily. Press it again to continue.

RESET. Press RESET to display the options. Press PAUSE before RESET to interrupt a race and display the options.

CAR CONTROLS

TO START AND ACCELERATE: Press and hold in one or both of the bottom red buttons on your controller. Always start in low gear.

TO SHIFT GEARS: Move the joystick up for low gear, down for high gear. Top speeds are 105 mph in low gear, 195 mph in high gear.

TO STEER: Move the joystick right or left.

TO BRAKE: Press one or both of the top red controller buttons.

TO SLOW DOWN: Shift into low gear, take your finger off the accelerator button, or press the brake button.

[Photo shows a 5200 controller, with Race Options(*), Laps(#), Brake(top button), and Accelerator (bottom button) labeled.]

[Drawing shows joystick positions, UP: Low Gear, DOWN: High Gear, LEFT: left, RIGHT: right.]

6. TRAK-BALL(TM) OPTION

POLE POSITION can be played with an ATARI TRAK-BALL controller, which may be purchased separately. Plug the TRAK-BALL controller into jack 1 on the front of the console.

Use the ball to steer your car. Hold in one of the red fire buttons to start your car and keep it moving. Press one of the red auxilliary buttons to brake (see diagram).

On the keypad (left or right pad), press the 1 key to shift into low gear, the 7 key to shift into high gear, the * key to select your race or practice run, and the # key to select the number of laps.

START, PAUSE, and RESET operate as described in Section 5, USING THE CONTROLLER.

[Photo shows a 5200 TRAK-BALL, with Keypad, Auxilliary Button (Brake), and Fire Button (Move Car) labeled twice, and Ball (Steer Car) labeled once.]

7. SCORING

- * 50 points for every 5 meters driven.
- * Passing Bonus: 50 points per car.
- * Time Bonus: 200 bonus points for each second left on the Race Timer at the finish.

POSITION BONUS

Position Lap Time (seconds) Points

POLE POSITION	58''50	4000
2nd	60''00	2000
3rd	62''00	1400
4th	64''00	1000
5th	66''00	800
6th	68''00	600
7th	70''00	400
8th	73''00	200

8. HELPFUL HINTS

MAKE A FAST START. In the Qualifying Lap, be prepared to take off as soon as your Formula I racer appears on the screen. The start is everything when you're qualifying for position.

USE THE INSIDE TRACK. Stay in the inside lane as much as possible. You can travel faster and maneuver more easily around other cars. On curves, it's easier to cross from the inside to the outside than the other way around.

GO FLAT OUT ON STRAIGHTS. This is where you can make time.

AVOID SKIDS. Try to keep your car as straight as possible on the

road to prevent skids. Skidding slows you down and gives other cars a chance to out-distance you. Remember, you earn 50 points for every car you pass.

PASS ON THE SHOULDER. Running on the red-and-white shoulder slows you down, but it can sometimes be the fastest and easiest way to overtake cars. Just be careful not to run into any road signs.

[Fuji]
ATARI(R)
[Warner W] A Warner Communications Company

ATARI INC., Consumer Division, 1312 Crossman Ave., P.O. Box 61657, Sunnyvale,
CA 94086

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